

CLAIMS

What is claimed is:

- 1 1. A method for managing an entertainment media supply chain utilizing a network,
2 comprising:
3 a) receiving data from a plurality of entertainment media outlets of an entertainment
4 media supply chain utilizing a network, the data relating to the sale of
5 entertainment media by the entertainment media outlets;
6 b) generating an electronic order form based on the data for ordering entertainment
7 media from an entertainment media distributor of the entertainment media supply
8 chain;
9 c) transmitting the data to the entertainment media distributor of the entertainment
10 media supply chain utilizing the network;
11 d) transmitting the data to an entertainment media supplier of the entertainment
12 media supply chain utilizing the network; and
13 e) forecasting activity in the entertainment media supply chain utilizing the data.
- 1 2. The method of claim 1, wherein the data is parsed to match each of a plurality of
2 entertainment media distributors and entertainment media suppliers.
- 1 3. The method of claim 2, wherein the data is made accessible to the entertainment
2 media outlets, the entertainment media distributor, the entertainment media
3 supplier via a network-based interface.
- 1 4. The method of claim 3, wherein the data is accessible to the entertainment media
2 distributor and the entertainment media supplier only after verification of an
3 identity thereof.
- 1 5. The method of claim 1, wherein the network includes the Internet.

- 1 6. The method of claim 1, wherein the entertainment media outlets, the
2 entertainment media distributor, and the entertainment media supplier each
3 forecast utilizing the data.
- 1 7. A system for managing an entertainment media supply chain utilizing a network,
2 comprising:
- 3 a) logic for receiving data from a plurality of entertainment media outlets of an
4 entertainment media supply chain utilizing a network, the data relating to the sale
5 of entertainment media by the entertainment media outlets;
- 6 b) logic for generating an electronic order form based on the data for ordering
7 entertainment media from an entertainment media distributor of the entertainment
8 media supply chain;
- 9 c) logic for transmitting the data to the entertainment media distributor of the
10 entertainment media supply chain utilizing the network;
- 11 d) logic for transmitting the data to an entertainment media supplier of the
12 entertainment media supply chain utilizing the network; and
- 13 e) logic for forecasting activity in the entertainment media supply chain utilizing the
14 data.
- 1 8. The system of claim 7, wherein the data is parsed to match each of a plurality of
2 entertainment media distributors and entertainment media suppliers.
- 1 9. The system of claim 8, wherein the data is made accessible to the entertainment
2 media outlets, the entertainment media distributor, the entertainment media
3 supplier via a network-based interface.
- 1 10. The system of claim 9, wherein the data is accessible to the entertainment media
2 distributor and the entertainment media supplier only after verification of an
3 identity thereof.
- 1 11. The system of claim 7, wherein the network includes the Internet.

1 12. The system of claim 7, wherein the entertainment media outlets, the entertainment
2 media distributor, and the entertainment media supplier each forecast utilizing the
3 data.

1 13. A computer program product for managing an entertainment media supply chain
2 utilizing a network, comprising:

3 a) computer code for receiving data from a plurality of entertainment media outlets
4 of an entertainment media supply chain utilizing a network, the data relating to
5 the sale of entertainment media by the entertainment media outlets;

6 b) computer code for generating an electronic order form based on the data for
7 ordering entertainment media from an entertainment media distributor of the
8 entertainment media supply chain;

9 c) computer code for transmitting the data to the entertainment media distributor of
10 the entertainment media supply chain utilizing the network;

11 d) computer code for transmitting the data to an entertainment media supplier of the
12 entertainment media supply chain utilizing the network; and

13 e) computer code for forecasting activity in the entertainment media supply chain
14 utilizing the data.

1 14. The computer program product of claim 13, wherein the data is parsed to match
2 each of a plurality of entertainment media distributors and entertainment media
3 suppliers.

1 15. The computer program product of claim 14, wherein the data is made accessible
2 to the entertainment media outlets, the entertainment media distributor, the
3 entertainment media supplier via a network-based interface.

1 16. The computer program product of claim 15, wherein the data is accessible to the
2 entertainment media distributor and the entertainment media supplier only after
3 verification of an identity thereof.

1 17. The computer program product of claim 13, wherein the network includes the
2 Internet.

1 18. The computer program product of claim 13, wherein the entertainment media
2 outlets, the entertainment media distributor, and the entertainment media supplier
3 each forecast utilizing the data.